

Quick Incompact3d guide and notes

This is a quick guide on to how to use **Incompact3d** and to know some details of its functioning. The present guide and the modified version of the code (baseline v4.0) are unofficial. Please refer to the official website of the code: <https://www.incompact3d.com> and the major references [1],[2],[3],[4].

Compiling

It is suggested to create a *build* directory in the same folder of the solver.

```
mkdir build
```

In the *build* directory run

```
cmake ../
```

After that, the *makefile* will be created. It is now possible to compile the binary file in the build directory with the following command:

```
make -j n
```

where *n* is the number of processors that will be used to compile the program.

Basic functioning

In this section, the main features of the code that can be useful to run simulations are reported.

In Incompact3d:

1. Non-dimensional Navier-Stokes equations are solved.
2. The Re specified in the input file is used to compute the kinematic viscosity as

$$\nu = \frac{1}{Re}$$

so we are assuming unitary reference length and velocity scales. Reference scales depend then on the specific flow case.

As an example, for a channel flow, the reference velocity is the bulk velocity U_B and the reference length is the channel half-height h . Moreover, if constant pressure gradient (CPG) option is enabled, the Reynolds number to be specified is the friction Reynolds number Re_τ . An approximate relation is available in order to estimate the related centerline Reynolds number $Re_0 = \frac{U_0 h}{\nu}$ of a laminar Poiseuille flow:

$$Re_0 \approx \left(\frac{Re_\tau}{0.116} \right)^{1/0.88}$$

This is performed in the code in order to keep the same scaling as the constant flow rate (CFR) case, where Re_0 needs to be specified. For the CFR case, the friction Reynolds number can be estimated as:

$$Re_\tau \approx 0.123 Re_0^{0.875}$$

In order to estimate the related bulk Reynolds number $Re_B = \frac{2U_B h}{\nu}$, the following relation can be employed (Pope, "Turbulent Flows"):

$$Re_\tau \approx 0.09 Re_B^{0.88} \Rightarrow Re_B \approx \left(\frac{Re_\tau}{0.09} \right)^{\frac{1}{0.88}}$$

3. Pressure field is made non-dimensional with the freestream specific kinetic energy content $q_\infty = \frac{1}{2} \rho u_\infty^2$. The code performs operation on pressure field with a factor Δt , but it is rescaled before saving the snapshots with `rescale_pressure` subroutine.
4. To evaluate the stretching parameter for the mesh β , some useful scripts can be found in the folder `1-pre_processing/Stretching mesh`. The default code of Incompact3d is `stretching_parameter_channel.f90` and it is used to setup channel flow simulations. For temporal TBL simulations, the Python script `mesh_evaluation_ttbl.py` was developed. Low β values correspond to a strong stretching of the mesh, while high β values correspond to almost uniform mesh.
5. Variables are saved on y_p points, that are the faces of the grid elements. On the other hand, y_{pi} points are the centers of the grid elements (i : internal).
6. Boundary values of velocity are specified through the b_{ijk} variables, where i is the wall-normal direction of the boundary, j is the direction of the specific velocity component and k specifies if we are considering the bottom or the top walls (e.g. b_{yx1} refers to the x velocity component, specified at the bottom boundary with normal direction y).
7. Boundary conditions are specified in the input file `input.i3d` with the following variables: `nclx1`, `nclxn`, `ncly1`, `nclyn`, `nclz1`, `nclzn`, that specify the normal direction to the boundary and if we are considering the first or the last element along the specific direction. Values that can be adopted are: 0, for *periodic BC*, 1 for *free-slip BC* and 2 for *Dirichlet BC* (so imposed velocity value). Boundary conditions can be different along the same dimension, so different combinations can be enforced.
8. Boundary conditions for scalar fields have the same functioning of the velocity BCs. They are called: `nclxS1`, `nclxSn`, `nclyS1`, `nclySn`, `nclzS1`, `nclzSn`.
9. The hyperviscous option for the second order derivative is a way to increase the numerical dissipation of the standard 6th order accurate scheme (that is sub-dissipative). In this manner, it is possible to increase the modified wavenumber at high wavenumbers, thus increasing the *dissipation error* E_{diss} , similarly to what is observed in high-order upwind schemes. This approach allows to prevent *wiggles* and thus to improve stability, even at high cell Reynolds number (or Péclet) $Pé \approx 200$. The two parameters available can be used also to have control on the numerical dissipation in the context of ILES simulations.
10. Implicit time integration is available for the diffusive terms in y direction. This approach is called **semi-implicit time integration**. From preliminary analyses, it appears that it allows to drop the restriction due to the stability parameter $S < 1$ of fully explicit time integration schemes. The stability parameter S can be calculated in the three directions

$$S_i = \frac{u_i^2 \Delta t}{2\nu}$$

considering $i = x, y, z$.

11. Avoid to cancel the latest `restart.info` file, in order to being able to correctly calculate the current time unit (since the current time unit before restart is read from `restart.info` file itself).
12. The total shear velocity is calculated as:

$$u_\tau = \sqrt{\nu \frac{\partial U_{||,w}}{\partial y}}$$

$U_{||} = \sqrt{U^2 + W^2}$ and similarly for the x and z components: $u_{\tau,x} = \sqrt{\nu \left| \frac{\partial U_w}{\partial y} \right|}$ and $u_{\tau,z} = \sqrt{\nu \left| \frac{\partial W_w}{\partial y} \right|}$.

13. The friction coefficient c_f is calculated as:

$$c_f = 2 \left(\frac{u_\tau}{U_{ref}} \right)^2$$

where U_{ref} is the reference velocity according to the specific flow case (U_w for a TTBL and U_B for a channel).

References

1. [High-order compact schemes for incompressible flows: A simple and efficient method with quasi-spectral accuracy - Laizet & Lamballais - 2009](#)
2. [Incompact3d - A powerful tool to tackle turbulence problems with up to O\(10⁵\) computational cores - Laizet & Li - 2011](#)
3. [Xcompact3D - An open-source framework for solving turbulence problems on a Cartesian mesh - Bartholomew et al. - 2020](#)
4. [Straightforward high-order numerical dissipation via the viscous term for DNS and LES - Lamballais et al. - 2011](#)
5. [Turbulent Flows - Pope](#)